

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application.

1. (Currently Amended) An arrangement ~~(12)~~ for replaying stored audio data ~~(A_i)~~, which audio data ~~(A_i)~~ corresponds to text data ~~(T_i)~~ from a text composed of words, with memory means ~~(19)~~ for storing the audio data ~~(A_i)~~, into which memory means ~~(19)~~ audio data ~~(A_i)~~ to be stored can be read in a forward sequence, and with control means ~~(20)~~ for controlling the replaying of stored audio data ~~(A_i)~~ in a forward mode and in a reverse mode, and with audio replaying means ~~(27)~~, wherein the control means ~~(20)~~ is set up in such a way that, during a playback of audio data ~~(A_i)~~ in reverse mode, starting from the particular momentary replay position in the audio data ~~(A_i)~~, it automatically initiates a backward jump, counter to the forward sequence, over a return distance ~~(1A, 2A, 3A, ..., 6A)~~ corresponding to the length of at least roughly two words, to a target position, and then, starting from the particular target position, initiates a replay of audio data ~~(A_i)~~ in the forward sequence for just one part ~~(1B, 2B, 3B, ..., 6B)~~ of the return distance ~~(1A, 2A, 3A, ..., 6A)~~.
2. (Currently Amended) An arrangement as claimed in claim 1, wherein the control means ~~(20)~~ is set up in such a way that, using word-marking data ~~(M_i)~~ assigned to the words as control data, it initiates a backward jump to the particular target position.
3. (Currently Amended) An arrangement as claimed in claim 2, wherein a counting means ~~(31)~~ is assigned to control means ~~(20)~~ in order to count the marking data ~~(M_i)~~ reached during backward jumping or replaying.
4. (Currently Amended) An arrangement as claimed in claim 1, wherein a timing circuit ~~(30)~~ is assigned to control means ~~(20)~~ in order to calculate the duration of the audio replay.
5. (Currently Amended) An arrangement as claimed in claim 1, wherein setting means ~~(32)~~ is connected to control means ~~(20)~~ in order to set the speed of the audio replay.

6. (Currently Amended) An arrangement as claimed in claim 1, wherein the control means ~~(20)~~ is further connected to text memory means ~~(18)~~ for storing text data ~~(Ti)~~ corresponding to the audio data ~~(Ai)~~, which is connected to text display means ~~(22)~~, and wherein the control means ~~(20)~~ is set up to initiate, by means of linkage data for the audio data ~~(Ai)~~ and text data ~~(Ti)~~, a synchronous replaying of the audio data ~~(Ai)~~ and the text data ~~(Ti)~~ corresponding to it.

7. (Currently Amended) An arrangement as claimed in claim 6, wherein the control means ~~(20)~~ and the text memory means ~~(18)~~ and the memory means ~~(19)~~ for the audio data ~~(Ai)~~ are connected to voice recognition means ~~(17)~~, which undertakes an automatic transcription.

8. (Currently Amended) A method for replaying audio data ~~(Ai)~~, stored in memory means ~~(19)~~, which audio data ~~(Ai)~~ corresponds to text data ~~(Ti)~~ from a text composed of words, and into which memory means ~~(19)~~ audio data ~~(Ai)~~ to be stored is read in a forward sequence, under which method the replaying of audio data ~~(Ai)~~ in a forward mode and in a reverse mode can be controlled, wherein, during a playback of audio data ~~(Ai)~~ in reverse mode, starting from the particular momentary replay position in the audio data ~~(Ai)~~, a backward jump takes place automatically, counter to the forward sequence, over a return distance ~~(1A, 2A, 3A, ..., 6A)~~ corresponding to the length of at least roughly two words, to a target position, and then, starting from the particular target position, a replay in the forward sequence is undertaken for just one part ~~(1B, 2B, 3B, ..., 6B)~~ of the return distance ~~(1A, 2A, 3A, ..., 6A)~~.

9. (Currently Amended) A method as claimed in claim 8, wherein word-marking data ~~(Mi)~~ assigned to the words is used as control data during the backward jump to the target position.

10. (Currently Amended) A method as claimed in claim 9, wherein replaying in the forward sequence is automatically terminated when the next word-marking data ~~(Mi)~~ is reached during replaying.

11. (Original) A method as claimed in claim 8, wherein replaying in the forward sequence is automatically terminated after a specified period.

12. (Original) A method as claimed in claim 8, wherein, on termination of the replay in the forward sequence, a backward jump over a return distance corresponding to the length of at least roughly two words takes place automatically.

13. (Currently Amended) A method as claimed in claim 8, wherein the backward jump in the audio data ~~(A_i)~~ is undertaken at a speed that is higher than the replay speed during replaying in the forward sequence, and without acoustic replaying of the stored audio data ~~(A_i)~~.

14. (Currently Amended) A method as claimed in claim 8, wherein the replaying of the stored audio data ~~(A_i)~~ in the forward sequence takes place at an adjustable replay speed.

15. (Currently Amended) A method as claimed in claim 8, wherein, synchronously with the replaying of the stored audio data ~~(A_i)~~ in the forward sequence, a visual displaying of text data ~~(T_i)~~ corresponding to the audio data ~~(A_i)~~ takes place, which displaying is controlled by linkage data for the stored audio data ~~(A_i)~~ and the text data ~~(T_i)~~ corresponding to it.

16. (Currently Amended) A method as claimed in claim 15, wherein, during the visual displaying of multiple words of the text data ~~(T_i)~~, the particular visually displayed word for which the corresponding audio data ~~(A_i)~~ is being replayed is visually highlighted.

17. (Currently Amended) A method as claimed in claim 15, wherein the text data ~~(T_i)~~ corresponding to audio data ~~(A_i)~~ is obtained by means of an automatic voice recognition method, wherein, simultaneously, the word-marking data ~~(M_i)~~ is generated and stored as linkage data for the text data ~~(T_i)~~ and audio data ~~(A_i)~~ that correspond with each other.

18. (Currently Amended) A computer program product that can be loaded into a memory ~~(25)~~ of a computer, and which comprises sections of software code in order that, by means of their implementation following loading into the memory ~~(25)~~, the method as claimed in claim 8 can be implemented with the computer.

19. (Original) A computer program product as claimed in claim 18, characterized in that it is stored on a computer-readable medium.

20. (Original) A computer with a processing unit and an internal memory, which computer is designed to implement the computer program product as claimed in claim 18.